Passage: 2

Author: Dr. Morgan

Is the author credible? Why or why not?

Yes, she's a professor of Business at Saratoga State University.

Position/Overall Claim: Game-based learning is an effective corporate training strategy.

Claim 1:
Many employers are already "gamers."

Claim 2:
Game-based learning is effective.

Claim 3:
Game-based learning is "infinitely repeatable."

Evidence: S

Logical conclusion: game-based learning is more attractive and motivating to "gamers."

Evidence:S/W

"Researchers" say that video games stimulate learners.

Evidence:S

Logical conclusion: game-based learning allows for extra practice and instantaneous feedback.

Evidence: S

ESA's stats show that many gamers are older people and even women.

Evidence: S/W

An anonymous 2012 report states that game-based learning improves decision-making and problem-solving and may reduce training time.

After you enter the evidence for each claim, label each piece of evidence as S for strong or W for weak.